

DIGITAL ANIMATION AAS: 358

Total Credits: 60
Catalog Editions 17-18 through 19-20

Name:

Date:

ID #:

GENERAL EDUCATION: FOUNDATION COURSES	Course	Hours	Grade
English Foundation (EN 102/ENGL 102 or EN 109/ENGL 103)		3	
Math Foundation (MATH 110, 115, 117, 120, 130, 150, 165, 170, or 181) CONSULT COUNSELING FACULTY / PROGRAM ADVISOR ABOUT CHOICE			
GENERAL EDUCATION: DISTRIBUTION COURSES	Course	Hours	Grade
Arts or Humanities Distribution (ARTD or HUMD)	AR 101/ARTT 100	3	
Behavioral & Social Sciences Distribution (BSSD)		3	
Natural Sciences Distribution with Lab (NSLD)		4	
General Education Elective (GEEL)	AR 103/ARTT 102	3	
General Education Elective (GEEL)	AR 108/ARTT 201	3	
PROGRAM REQUIREMENTS	Course	Hours	Grade
ENGL 101 or ENGL 101A (if needed for ENGL 102/103 or Program Elective)*			
AR 116/ARTT 116 or GD 116/GDES 116		4	
	AR 115/ARTT 205	3	
	GD 134/GDES 134	3	
	GD 140/GDES 140	4	
	GD 216/GDES 216	4	
	GD 240/GDES 240	4	
	GD 242/GDES 242	4	
	TR 110/TVRA 140	3	
PROGRAM ELECTIVE‡			
PROGRAM ELECTIVE‡			

* ENGL 101/ENGL 101A, if needed for ENGL 102/ENGL 103 or Program Elective.

Overall GPA of 2.0 is required to graduate

‡ **Program electives:** Although this degree is designed to be completed in 60 credits, there are some scenarios that could result in more than 60 credits being earned. For example, if a student wishes to take two four-credit electives, they would have a total of 62 credits; if they choose one four credit and one 3 credit elective they would have 61. If the student selects two 3-credit classes-or-one 4-credit and one 2-credit then they would earn a total of exactly 60 credits. Please see an advisor in the Graphic Design program. Choose from the following with a minimum total of 6 credits for the two selections:

Total Credits:

[Digital Animation Website](#)

Last Modified: May 2019

2-credit elective options: CS 200/CMSC 100 , GD 269/GDES 269 , GD 285/GDES 285

Advising Worksheet Contact:
[Anthony Solano](#)

3-credit elective options: AR 104/ARTT 103 , AR 105/ARTT 105, AR 215/ARTT 206, GD 121/GDES 121, GD 135/GDES 135, PG 161/PHOT 161

4-credit elective options: GD 214/GDES 214, CMAP 190/TECH 190, CMAP 290/TECH 290, CMAP 225/TECH 225

See an [advisor](#) to submit an [Application for Graduation](#) the semester BEFORE you intend to graduate.

Students whose focus is on Gaming should select from the CMSC / TECH courses listed above.

This UNOFFICIAL document is for planning purposes ONLY and completion does not guarantee graduation.

This degree is a career program and may not readily transfer to four year colleges/universities (except in special cases.) Visit [transfer planning](#) for more information.